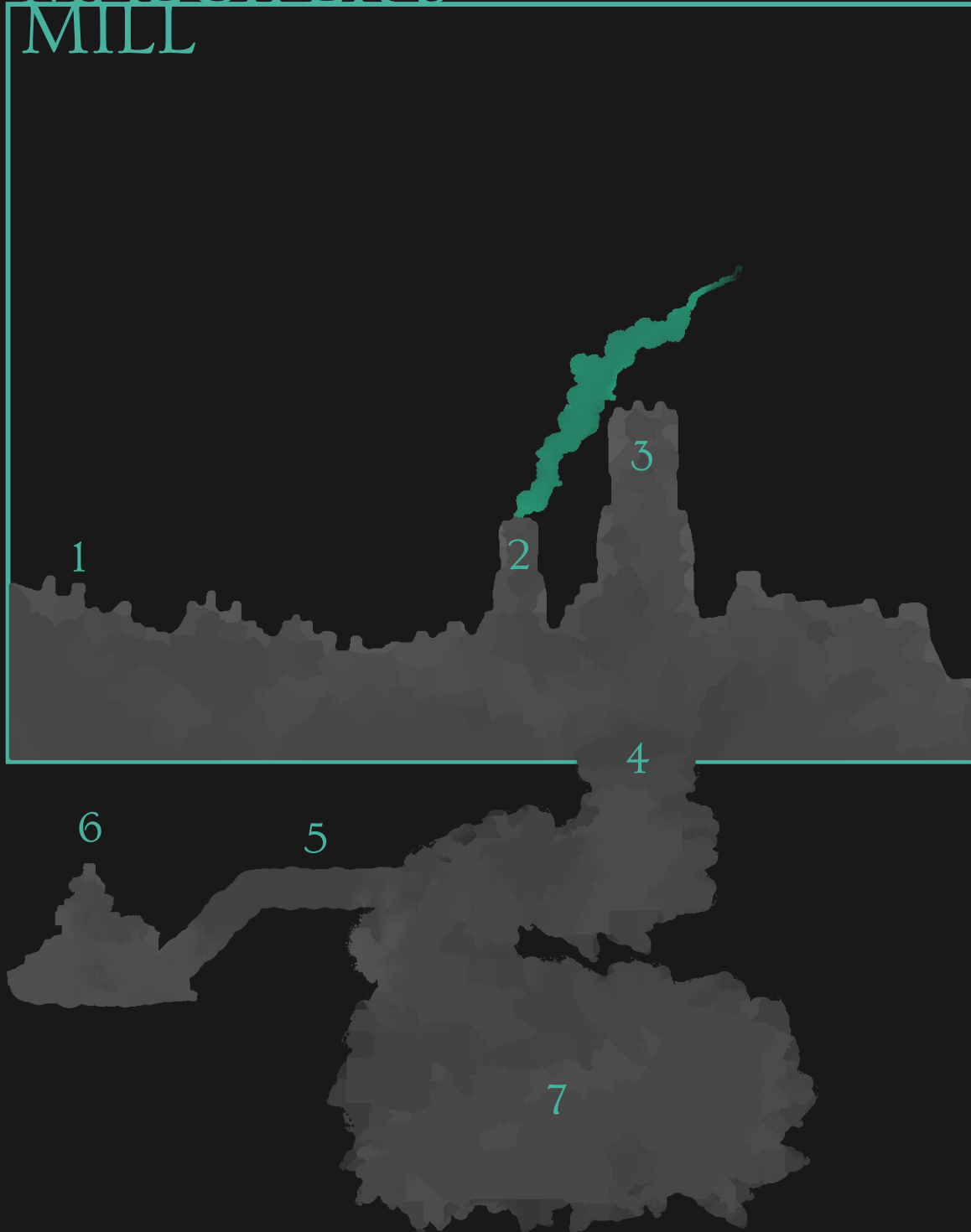


# MALCIFER'S MILL



In the middle of a sprawling evergreen forest, a makeshift tower of emerald and iron looms. The master of this fortress is Malcifer, an industrious whitesmith from the north city. Humiliated by their competition, they've come to extract the cedar oil in hopes of creating a more efficient fuel source than the north's sparkstone.

The Trees Who Talk have allowed Malcifer to build the mill under the pretense that it was to be Malcifer's new home. The culling of the orchards is a flagrant breach of their agreement.

Reach a compromise or permanently disable the mill.

1. A tall labyrinth of hewed cedar corpses. Feral fairies are hatching within, just now boring from their wooden wombs. Malcifer's loggers are camped here, too.
2. A smokestack spewing emerald gas - the forest magick discharged from the distilled cedar sap. Breath it and become mutated. A lone archer of supernatural proficiency stands guard atop the smokestack. They wear suit of teal canvas and an iron filtration mask. They scan the horizon for potential spies and intruders. If they spot you, they take a shot each time your party moves closer.
3. A tower with three floors. The three floors are connected by a central staircase that spirals through their centers like a twisted spine. Each room is fine but pragmatic - housed with green velvet furniture and oaken work tables. Each room sings with a low hum. Crystal tubes pump the green gas from here to the smokestack. The tubes are hidden within the walls, behind wooden panels.
4. The staircase connecting the rooms drills deep into the stone beneath the tower, growing more filthy with wood dust and sticky with sap as you descend. Eye-level hollows in the staircase walls hold ornate hand tools and hastily scrawled schematics.
5. A rough stone tunnel, and then a rough stone ramp. A green carpet runs its length. Three millwrights prowl here, wielding hammers and hefty wrenches. The stairs to section 7 begin here, too.
6. The tunnel terminates in an organic cavern with a crystal dais in its center. Atop it are goblets of slag and a harty sculpture - a shrine to the Lord of Labour.
7. A set of long, wide steps opens to a maze of machinery. Malcifer oversees a factory floor from a balcony office enclosed in a crystal shell. Chained ogres load logs onto belts while a gaggle of millwrights operate saws, pressurizors, and distilling ovens. Great barrels of cedar oil are stacked on the east wall. A magnificent and imposing map of the realm hangs on the west end.